

ABSTRACT

Galuh Sekar Widiyati. 2000. *A Comparative Study of the Effectiveness of Instructional Games and Roleplay as Communicative Exercises in Teaching Speaking to Tourist Service Personnel*. Yogyakarta: Sanata Dharma University.

The study investigates the effectiveness of Instructional Games compared to Roleplay as communicative exercises in teaching speaking to tourist service personnel. The research was aimed to find out the most appropriate communicative exercise that could facilitate tourist service personnel in learning English effectively.

This study was under quasi-experimental design for the writer had to work in the existing groups. Those are Instructional Game and Roleplay groups. During the experiment, each group received the same materials but different exercises, one group used Instructional Games as communicative exercises and the other use Roleplay as communicative exercises. The groups were tested (pretest and posttest) orally. The subjects of this study were souvenir shop workers, batik sellers, Becak drivers and security guards in Malioboro area. Those people were called tourist service personnel. The subjects were considered as the beginner level because most of them came from low education. This, hopefully, would represent most of the tourist service personnel in Indonesia.

To determine whether the use of Instructional Games is more effective than that of Roleplay for teaching speaking to tourist service personnel, the t-test for independent samples was employed. To reject the H_0 , the t-value is at least the same as the t-table 2.048 of 28 d.f. (n-2) at 0.025 level. From the analysis, then, it was found out that the t-value for equal variances was 2.05. This finding indicated that there is significant difference between the mean score in the Instructional Games group and that of the Roleplay group.

This finding implied that the use of Instructional Games as communicative exercise is more effective than that of the Roleplay as communicative exercises. As English teachers, we can apply this communicative exercise as the major exercise and use Roleplay as the additional exercise in teaching speaking to tourist service personnel.

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Penelitian yang dilaporkan dalam skripsi ini adalah penelitian keeffektifan Instructional Games dibandingkan dengan Roleplay sebagai latihan-latihan komunikatif dalam pengajaran speaking bagi tourist service personnel. Penelitian ini bertujuan untuk menemukan suatu latihan komunikatif paling sesuai yang dapat mempermudah tourist service personnel untuk mempelajari bahasa Inggris secara efektif.

Penelitian ini menganut disain quasi experimental karena penulis harus bekerja dalam kelompok-kelompok yang telah tersedia. Kelompok-kelompok itu adalah grup Instructional Games dan grup Roleplay. Selama penelitian, setiap kelompok menerima materi pengajaran yang sama tapi berbeda dalam aktivitas latihannya, grup yang satu menggunakan Instructional Games sebagai latihan komunikatif dan grup yang lainnya menggunakan Roleplay. Kelompok-kelompok tersebut di test (pretest dan posttest) secara lisan. Subyek dalam penelitian ini adalah penjual souvenir, penjual kain batik, pengemudi becak dan satpam-satpam disekitar daerah Malioboro Yogyakarta. Kita menamakan mereka sebagai tourist service personnel. Subyek dalam penelitian ini dianggap sebagai level pemula karena sebagian besar dari mereka berasal dari tingkat pendidikan yang rendah. Hal ini diharapkan mampu mewakili tourist service personnel di Indonesia.

Untuk menentukan apakah penggunaan Instructional Games lebih efektif daripada Roleplay dalam pengajaran speaking bagi tourist service personnel, test sebaran bebas digunakan. Untuk menolak H_0 , nilai t harus paling tidak sama dengan nilai tabel yaitu 2.048 pada 28 d.f. ($n-2$) level 0.025. Dari analisis, nilai t untuk varian yang sama adalah 2.05. Penemuan ini berindikasi bahwa ada perbedaan yang signifikan antara skor mean grup Instructional Games dan skor mean grup Roleplay.

Penemuan ini berimplikasi bahwa penggunaan Instructional Games sebagai latihan komunikatif lebih efektif dibanding penggunaan Roleplay. Kita sebagai guru bahasa Inggris dapat menggunakan latihan komunikatif ini sebagai latihan utama dan menggunakan Roleplay sebagai latihan komunikatif tambahan dalam pengajaran speaking bagi tourist service personnel.